
Spooky Ghosts Dot Com Free Offline

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About This Game



Spooky Ghosts Dot Com is a small metroidvania about a 5d3b920ae0

Title: Spooky Ghosts Dot Com

Genre: Action, Indie

Developer:

Grizzly Wizard Games

Publisher:

Grizzly Wizard Games

Release Date: 3 Aug, 2018

English

spooky ghosts dot com

Its ok if you like platformers I guess, dumb how its about like a ghost hunter with a website yet the game is made for a controller. Also there doesn't seem to be any health pickups which is annoying, seems like trial and error until you get to the first boss and realize its a joke, you get 10 health and the boss takes away most of your life in 1 hit with an unavoidable move. Not very fun if you ask me.. I Recommend it, however for 5 bucks it should of been longer. This game could of been a great metroidvania if it was at least 10x longer/bigger. Put more time into a game like this in the future.. I Recommend it, however for 5 bucks it should of been longer. This game could of been a great metroidvania if it was at least 10x longer/bigger. Put more

time into a game like this in the future.. sigh. bad controls. bad collision detection. no way to heal yourself aside of save points (which are VERY poorly placed) game doesn't explain what you are supposed to do, game doesn't tell you pumpkins are save points, doesn't tell you that candy buckets add to your health. game starts you in an area where you can't kill a skeleton with a shield, can't avoid them, they jump when you jump, you ALWAYS take damage from them. low health, one in your path? You're dead. Bosses are a complete mess. poor collision really takes its toll here. you get knocked by a small obstacle into a pit, and die. (spikes are insta death) Frog witch boss - sends out about 3,000,000 frogs at you, they all take 3 hits to kill, and you also have to kill her, too 2nd boss in the game, and it is damn near impossible unless you repeat it over and over, and get lucky. then, you end up with a charge shot, which only does 2 regular shots worth of damage, it slows your regular firing rate down, and it fires MUCH slower than just using regular shots. Waste of time. (they let you kill those shield skeletons, total waste of a forced upgrade) Most of the obstacles littered with death traps lead to candy. whoopee, waste of time, and your life (which you can't heal at ANY time unless you save the game) 3rd boss, the dumb zombie thing - probably the boss that is least terrible. the FEAST BOSS IS A COMPLETE PILE OF RUBBISH. you are given a move which lets you air dash, and it has a LONG cooldown to use again. this boss places you in an area with turrets that appear on left and right, acid dripping down from ceiling, and two pools of acid on the ground (damages you a lot) you HAVE to use the air dash to clear one of these gaps, but given how LONG it takes to cool down and use again, you are eating damage 99% of the time. Did I mention you can't be charging a shot AND use the air dash after firing? Cuz you can't. Feast boss, okay you kill phase 1 (by just shooting through walls, the turret things that grow do NOT take damage.) you are then forced into a phase 2 inside teeth, that if you get stuck under means instant death. I am so furious at every step of the way in this game, no matter how good you think you are, or how much candy you farm, it ain't enough. The game throws even more stupid enemies with WAY more hp than they should have (still, no way to heal unless you get to a save point) and then it gets EVEN WORSE. Skeletons that barrage the platforms you NEED to land on with bones, and book enemies that CANNOT BE KILLED OR STOPPED IN ANY WAY. If you thought it was frustrating to have enemies that can attack you long distance with fire in the graveyard, you ain't seen nothing till you hit that library. I give this game a 0 out of DO NOT PLAY THIS UNLESS YOU DO NOT VALUE YOUR SANITY. There are hard games, difficult games. this is neither. Every step of the way, the game is riddled with unfair and insurmountable challenges that are not skill based in the slightest. Every bit of HP you add means nothing when enemies deal 4 + damage to you PER HIT. you only start out with a measly 10 hp. you will die often, and you might think it's your fault for not being good enough. I beat Megaman 11 on superhero mode with less frustration than this entire game. does that make it a hard game? no. poorly designed in every aspect you can imagine, avoid this at all costs unless you like throwing money into a fire. I cannot stress enough how badly made this game is.. Very short (50 minute) mini-metroidvania. The level design is serviceable but unexciting. The same goes for the enemies. I bought it for \$3.49 and I think that's about the limit for what this small amount of gameplay is worth.. A nice game, if a short one. The graphics is simple but pleasant, there are several bosses, and it got a bit of nice humor touches here and there. That said, it is a very short game. Good to pass an evening, tops. Could have used more content, possibly with more upgrades for the weapon available. Personally I enjoyed it all considered.. So far, so good! :) Don't mind the game being short; not everything needs to be a 40+ hr. epic. EDIT: DEV HAS BEEN VERY HELPFUL IN HELPING GET PAST THE ROUGH SPOTS.. Cute bite-sized Metroidvania that reminded me a lot of Kero Blaster as well as Ghostbusters for the Mega Drive. Controls are a tad unresponsive, but due to the limited scope of the game it never becomes too much of an obstacle.

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